

146 NW 54th St.  
Seattle, WA 98107

## ADVANCED SQUAD LEADER IS ALIVE AND WELL IN SEATTLE AND PUGET SOUND.

Welcome to the Fall '99 edition of the Puget Sound  
ASLers newsletter, **CX**.

See inside for news about:

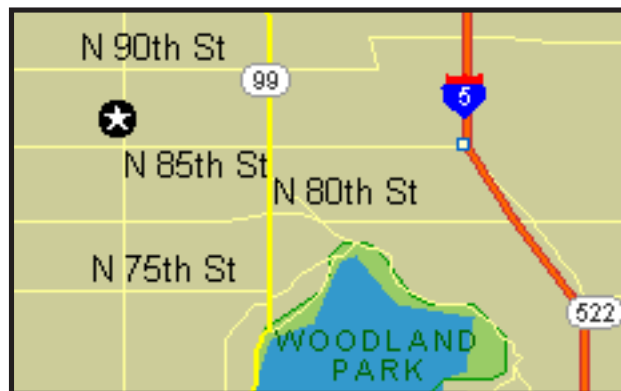
- ❖ The Puget Sound ASL club,
- ❖ The ASL electronic mailing list,
- ❖ Upcoming PSASL meetings,
- ❖ How real life imitates ASL.

If you have not played *Squad Leader* or *Advanced Squad Leader* in some time, now is a great time to start.

## COME PLAY ASL

PSASL now meets at Gary's Games. Gary's is a more convenient meeting place. Additionally, we get 10% off all ASL merchandise on game days.

The club meets every other Saturday, usually the second and fourth weekends of the month, although please check our PSASL website for exact dates. Gaming session lasts during store hours, which are 9 a.m. to 5 p.m. The recent high turnout allows for pick up games or players may arrange matches prior to meeting. For more information about how to get to there, feel free to call Gary's Games.



Gary's Games

(206) 789-8891

8539 Greenwood Ave. N, Seattle, WA

Take the N. 85th exit off I-5, follow for a mile or so to Greenwood and take a right, Gary's is on the left next to McDonald's.

### Our Purpose

PSASL welcomes all SL/ASL players with any experience level. If you are new to the game or are curious to see what it is all about, we encourage you to call or come by. Ownership of the game or rules is not required. Feel free to contact any of the club representatives, Jeff Newell, Scott Picardat or Dan Owsen at the e-mail below. For most current club meeting dates or for any other questions, check the PSASL web site. We are not a club nor are membership and fees required.

#### Important Information

PSASL web site: <http://members.aol.com/adsquadldr>  
PSASL contact Jeff Newell: [jnewell@nwlink.com](mailto:jnewell@nwlink.com)  
Phone: (206) 789-4549  
PSASL contact Scott Picardat: [rspic@nwlink.com](mailto:rspic@nwlink.com)  
PSASL web master Dan Owsen: [adsquadldr@aol.com](mailto:adsquadldr@aol.com)  
Gary's Games: (206) 789-8891  
Multi Man Publications web site:  
[www.advancedsquadleader.com](http://www.advancedsquadleader.com)  
ASL Crossroads Links to Everything web site:  
[www.tigertank.com/aslcrossroads/links](http://www.tigertank.com/aslcrossroads/links)

#### Upcoming Events

Open ASL @ Gary's Games — 9/11/99  
Open ASL @ Gary's Games — 9/25/99  
Open ASL @ Gary's Games — 10/9/99  
Open ASL @ Gary's Games — 10/23/99  
Open ASL @ Gary's Games — 11/6/99  
Open ASL @ Gary's Games — 11/20/99  
Open ASL @ Gary's Games — 12/4/99  
Open ASL @ Gary's Games — 12/11/99

# THE PUGET SOUND ASL NEWSLETTER



## The ASL Mailing List Forms Electronic Meeting Place

Few things have solidified the ASL community worldwide more than the ASL mailing list (ASLML). Mail servers forward messages automatically to all subscribers. As a result, the ASLML has formed the common ground for players to gather, albeit electronically, and discuss the game from many different perspectives. Players are always encouraged to ask questions, but design issues, scenario strategies and even personal likes and dislikes about the system all get discussed. At times, Curt Shilling's appearances in Sports Illustrated are mentioned.

For those new to the list, the word 'subscriber' misleads. No fee is ever charged to access the list but rather refers to adding your name to the recipient's list. Likewise, you may remove your name from the list anytime. For those worried about being spammed, the recipient list is confidential and is not released for any reason including other ASL vendors.

The list generates an average of 60 messages a day. However, it is possible to get over 100 during hot topics. While the number of subscribers vary, it averages 900 players worldwide. Additionally, a digest form is available. Delivered once a day, it bundles all the messages in a single e-mail. Digests are archived and may be previous ones may be retrieved. •

### Subscribing to the ASLML

The ASL Mailing List is run by Paul Ferraro via a listserv (called Majordomo) program at the University of Pittsburgh. To subscribe, send e-mail to [majordomo@list.pitt.edu](mailto:majordomo@list.pitt.edu) with the body of the message reading: **subscribe advanced-sl**

You must use lower case letters. You will get a message in reply to your subscription request asking confirmation of the request. You have 24 hours to reply or the request will be automatically rejected. After successfully subscribing, you will then receive details about the server, policies and options. This includes how to remove your name from the list as well.

## The Top Ten Ways Small Children and ASL Players are Alike

contributed by Sam Belcher

- 10 They both leave a lot on the floor when they eat,
- 9 They both smell "odd" from time to time,
- 8 They knock things over,
- 7 They are loud,
- 6 They frequently ask "why?",
- 5 They tend to "grow" on you,
- 4 They throw things,
- 3 Some of them are "whiners,"
- 2 No matter what you do, you just can't win,
- 1 They sometimes don't put their toys away after they play. •

## ASL in Real Terms

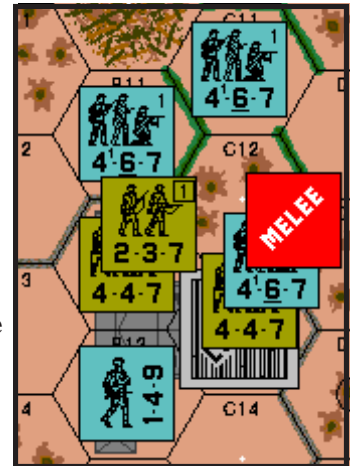
by Scott Stonewall Jackson

As players we sometimes forget ASL replicates real life. Heroes are created, not by the roll of dice, but by desperate situations. The following illustrates the battle hardening of individuals in ASL terms.

### Por Le Merit (Posthumous) awarded to FeldWebel (Sergeant) Hans Grau, Stalingrad, 1943 (CG III)

FWbl. Grau led the initial attack (moving due south from hex A9) on the Barricade—scouting out and then surrounding a strong Russian force in the outer Administrative Offices (bldg. C13). He survived heavy enemy gunfire [one 8(-3) attack caused a 3MC, two 4(-3) attacks caused 1MC and NMC] to reach a commanding position that blocked enemy retreat (hex B13)—catching the enemy like rats between him and strong German forces.

After scattering (eliminating) several enemy units with carefully aimed fire, Grau then heard German forces engaging in Close Combat—so he fearlessly arose and joined in the vicious combat. He single-handedly wiped out an enemy HS before the foe could withdraw upstairs. He then positioned himself near the stairs to report on enemy actions. Alas, the insane enemy immediately turned around and counter-attacked—and Grau (along with an HS rearguard) died holding off the enemy attack until reinforcements could arrive to mop them up.



### Meritorious Conduct awarded to 2nd Squad, 1st Platoon, Company A, 356th Infantry Regt., Nhpum Ga, 1944.

This whole squad took up a strong defensive position in foxholes dug in the jungle (hex T9) where they could watch a Gully, a wheatfield, and a vital path. Their preparations paid off, and they opened fire with an MMG they possessed—hitting Japanese moving towards them through the wheatfield (1MC resulted in step reduction); then they saw more Japanese advancing up the gully, so they turned (same CA, which was fixed by the first shot) the MMG on them with devastating effect (2MC gave two step reductions). Naturally, more Japanese came along the trail—but the use of grenades and rifles successfully drove them of (K/3 result, and the surviving HS broke). The enemy then started a banzai attack, but the squad and MMG blazed away mercilessly (two step reductions, one broken HS) even when enemy units got in among their position (HtH CC saw the squad CR'ed, but they wiped out 1 SR'ed 4-4-7, a HS, and an 8-0 SMC). They then maneuvered around behind the banzai survivors and helped eliminate them—restoring the American defensive line (which had been broken in two places). In total, this squad accounted for the destruction of five enemy squads and two enemy leaders. •

### CX Newsletter Credits



Editor - Robert Delwood  
PSASL Leaders:  
10-3 Jeff Newell  
10-2 Scott Picardat  
10-0/Webmaster Dan Owsen.

### About CX

Please feel free to contact anyone of us if you have questions, comments or would like to submit material. CX is a semi-regular publication of PSASL. We welcome articles or comments for publication but they should be of interest and relevance to ASL. All CX material is copyrighted by the author(s) and blatant violations without their permissions is downright foolishness. More importantly, all copyrights mentioned in this newsletter are owned by their respective companies. Counter artwork courtesy of Carl Fung. •